www.phoronix-test-suite.com

audio-benchmark

2 x Intel Xeon E5-2637 v4 testing with a HP 2129 v1.01 (M60 v02.31 BIOS) and NVIDIA Quadro M4000 8GB on Ubuntu 18.04 via the Phoronix Test Suite.

Test Systems:

audio-benchmark

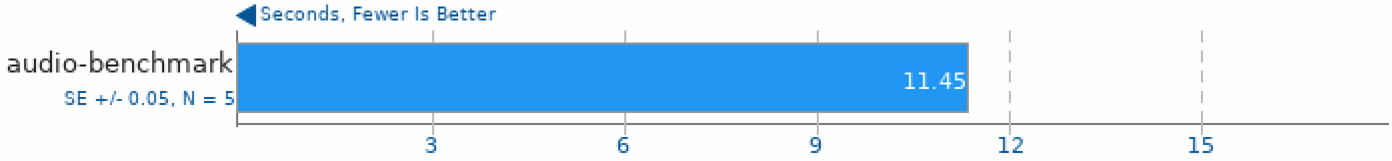
Processor: 2 x Intel Xeon E5-2637 v4 @ 3.70GHz (8 Cores / 16 Threads), Motherboard: HP 2129 v1.01 (M60 v02.31 BIOS), Chipset: Intel Xeon E7 v4/Xeon, Memory: 64512MB, Disk: 512GB MTFDDAK512TBN-1A + 3 x 600GB HUC156060CS4204, Graphics: NVIDIA Quadro M4000 8GB, Audio: Realtek ALC221, Network: Intel I218-LM + Intel I210

OS: Ubuntu 18.04, Kernel: 4.15.0-47-generic (x86_64), Desktop: GNOME Shell 3.28.3, Display Server: X Server 1.19.6, Display Driver: modesetting 1.19.6, OpenCL: OpenCL 1.2 CUDA 9.1.84 + OpenCL 1.2 LINUX + OpenCL 2.0 AMD-APP (1800.8), Compiler: GCC 7.3.0 + Clang 6.0.1-svn334776-1~exp1~20190309042730.123 + CUDA 9.1, File-System: ext4, Screen Resolution: 1920x1200

Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++ --enable-libmpx --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-multiarch --enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-targets=nvptx-none --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --program-prefix=x86_64-linux-gnu- --target=x86_64-linux-gnu --with-abi=m64 --with-arch-32=i686 --with-default-libstdcxx-abi=new --with-gcc-major-version-only --with-multilib-list=m32,m64,mx32 --with-target-system-zlib --with-tune=generic --without-cuda-driver -v
Processor Notes: Scaling Governor: intel_pstate powersave
Security Notes: KPTI + __user pointer sanitization + Full generic retpoline IBPB IBRS_FW + SSB disabled via prctl and seccomp + PTE Inversion

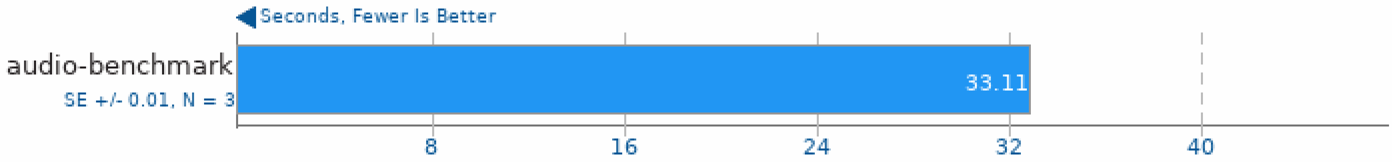
	audio-benchmark
FLAC Audio Encoding - WAV To FLAC (sec)	11.45
Standard Deviation	0.9%
LAME MP3 Encoding - WAV To MP3 (sec)	33.11
Standard Deviation	0.1%
WavPack Audio Encoding - WAV To WavPack (sec)	7.30
Standard Deviation	0.1%

FLAC Audio Encoding 1.3.2
WAV To FLAC



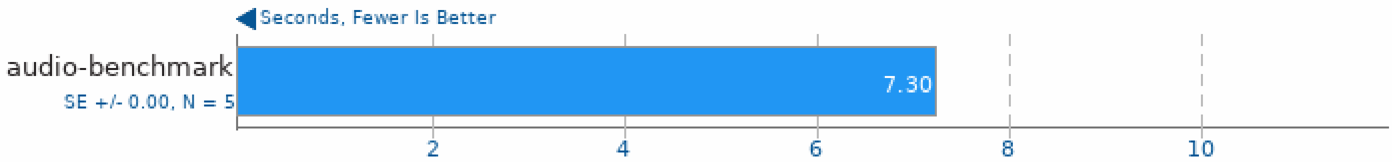
1. (CXX) g++ options: -O2 -fvisibility=hidden -logg -lm

LAME MP3 Encoding 3.100
WAV To MP3



1. (CC) gcc options: -lm

WavPack Audio Encoding 5.1
WAV To WavPack



1. (CC) gcc options: -O2 -lm

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